
Subject: Re: kernel convolution?

Posted by [adisin123](#) on Fri, 28 Jul 2006 20:07:35 GMT

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Thanks Tom.

It sounds terrific. I didn't know what function in IDL does the job. If that function does a fair job finding the stars, then problems are solved!

Tom S. wrote:

- > I'm not sure if this is applicable to your particular image, but you
- > might find this useful:
- >
- > You may be able to use the MORPH_HITORMISS function to identify all of
- > the stars. See the example in IDL's help entitled "selecting specific
- > image objects." There's also a demo that does this.
- >
- > Once you've identified all of the stars you can probably remove them
- > fairly easily by dilating the resulting binary hit structure image and
- > then setting the corresponding regions in the original image to zero or
- > some average of the neighboring pixels.
- >
- > Regards,
- > Tom